



MASTER DIRECTIVES

UNITED STATES MARINE CORPS

MARINE AIRCRAFT GROUP 12

1ST MARINE AIRCRAFT WING, MARFORPAC

UNIT 37150

FPO AP 96603-7161

GruO 2691.1

S3

MAR 09 2000

GROUP ORDER 2691.1

From: Commanding Officer

To: Distribution List

Subj: INSTRUCTIONS FOR PERSONNEL SUPPORT DETACHMENT 12 INTERIOR
GUARD

Ref: (a) NAVMC 2691A
(b) MARINE BATTLE SKILLS TRAINING HANDBOOK, Book 1
(c) DoD Inst 2000.12
(d) MCO 3302.1B

Encl: (1) Special Orders for the Commander of the Guard (COTG)
(2) Special Orders for the Sergeant of the Guard (SOG)
(3) Special Orders for the Corporal of the Guard (COG)
(4) Daily Routine for Guard Teams
(5) Sample Logbook entries for the COG
(6) Special Orders for Sentries
(7) Chart showing location of Sentries' Place of Duty
(8) Special Orders for Supernumeraries
(9) Special Orders for Reaction Force
(10) Weapons Safety
(11) Deadly Force
(12) Guard Mount Procedure
(13) Challenging Procedure
(14) Guard Test and Answers
(15) 782 Gear Plan

1. Purpose. To publish policy and guidance for Personnel Support Detachment 12 Interior Guard.

2. Information

a. The Commanding Officer, Marine Aircraft Group 12 will select the Commander of the Guard (COTG) from all Marine Company grade officers (O-1 through O-3) and warrant officers (WO-1 and CWO-2) assigned to PSD-12. Major selects, CWO 3/4/5s and LDO O-3s will not normally be assigned unless required by operational commitments.

b. All Sergeants with a current pistol qualification assigned to

MAR 09 2000

PSD-12 are eligible to stand Sergeant of the Guard (SOG).

c. All Corporals assigned to PSD-12 are eligible to stand Corporal of the Guard (COG) provided they meet the provisions outlined in paragraph 3(e).

d. All Lance Corporals and below are eligible to stand post as sentries, supernumeraries and members of the reaction force provided they meet the provisions outlined in paragraph 3(e).

(1) Two Guard sections will be established. These two sections will be referred to as "Port" Section and "Starboard" Section.

(2) Each section will consist of one SOG, three COGs, three supernumeraries, and three four-man guard teams for a total of nineteen Marines per section; or thirty-eight Marines total for the Guard sections.

(3) Port and Starboard duty tours are broken into two-week blocks as follows:

PORT LONGWEEK

0800 Monday - 0800 Wednesday - Port on duty; Starboard off duty
0800 Wednesday - 0800 Friday - Starboard on duty; Port off duty
0800 Friday - 0800 Monday - Port on duty; Starboard off duty

STARBOARD LONGWEEK

0800 Monday - 0800 Wednesday - Starboard on duty, Port off duty
0800 Wednesday - 0800 Friday - Port on duty; Starboard off duty
0800 Friday - 0800 Monday - Starboard on duty, Port off duty

e. COGs, sentries, supernumeraries and members of the reaction force must meet the following requirements:

(1) Have successfully completed an M16A2 refresher course conducted by MAG 12 S-3 Training.

(2) Have successfully completed the Guard Test, enclosure (14), to the level of 70% correct without the aid of references. [This test is administered by the COTG]

(3) Be on full duty and not taking medications that will cause drowsiness.

f. There will be one COTG appointed by the CO and that

Marine will serve for the duration of time that the interior guard is constituted. Although the COTG has full operational authority over the guard, ultimate authority and responsibility for the Guard remains with the CO.

(1) The Marine appointed as COTG will assume those duties as his primary responsibility. All other military commitments will be secondary to his responsibilities to the Guard.

(2) The COTG will be in the vicinity of MAG 12 HQ (Bldg 1450 Complex) from 0700 to 1800 weekdays. After hours and on weekends and holidays, the COTG will wear a pager and will be available for recall within fifteen minutes if summoned. Periodically, the COTG will return after hours to inspect posts and supervise Guard Mount.

(3) In the COTG's absence, and in an emergency situation requiring immediate tactical decisions, the GDO will assume the duties of the COTG.

4. Action

a. PSD Commanding Officer. The PSD CO is the overall administrative coordinator for the Interior Guard. The PSD CO will coordinate assignments and changes to the Guard with the COTG.

b. PSD 1st Sergeant. The PSD 1stSgt will ensure that all Corporals and below receive the training outlined in paragraph 4(d). The 1stSgt will also publish a periodic watchbill composed of qualified Marines assigning them to specific guard sections.

c. Interior Guard Sections

(1) All personnel assigned to the Guard will be familiar with this Order prior to assuming their assigned duty. Enclosures (1) through (15) contain detailed special instructions and examples for each section to follow.

(2) All Guard force members will notify the COTG or SOG when placed in a limited duty, light duty or no duty status.

d. MAG 12 S-2. The S-2 will provide the MAG 12 Commanding Officer, PSD CO and COTG with the current intelligence available

GruO 2691.1

MAR 09 2000

to assist them in making decisions concerning the Interior Guard.

e. MAG 12 S-3

(1) Conduct a two hour M16A2 familiarization training course for sentries. The course curriculum should utilize the ISMT and include weapons safety, M16A2 assembly/disassembly, maintenance, and basic marksmanship.

(2) Administer the Guard Test, enclosure (14), to those Marines who successfully complete the MAG 12 M16A2 Refresher Course or who have a current M9 9mm qualification.

(3) Provide the PSD 12 XO, PSD 1stSgt, the COTG and the MAG 12 S-4 a roster of those Marines who successfully complete the M16A2 Refresher Course and/or have a current M9 9mm pistol qualification and who correctly answer at least 70% of the questions on the Guard Test.

f. MAG 12 S-4

(1) Secure one room in each of three buildings in the vicinity of the MAG 12 HQ area (Bldg 1450 Complex). Outfit each room with sleeping quarters, one table, five chairs, one rifle rack and a working telephone. These rooms will serve, on rotating basis, as billeting for the Reaction Force.

(2) Assign weapons and rounds to individual sentries for the duration of the Guard. Receive the roster of potential sentries from the PSD 12 1st Sgt. Assign an M16A2 Service Rifle to all Corporals and below and an M9 9mm pistol to all Sergeants.

(3) Construct a weapons clearing station behind building 1450F.

(4) Arrange for a vehicle to transport ongoing and offgoing duty sections to armory for weapons changeover.

GruO 2691.1

MAR 09 2000

(5) Provide Meals Ready to Eat (MRE) for the Guard forces to cover a three-day period.


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MAR 09 2000

SPECIAL ORDERS FOR THE COMMANDER OF THE GUARD (COTG)

1. Tour of Duty. The tour of duty for the COTG will be from the time appointed by the CO until the Guard stands down or until the COTG is relieved by the CO.

2. Place of Duty

a. The place of duty for the COTG during normal work days will be in the MAG 12 area. COTG will ensure that the SOG knows his whereabouts at all times.

b. The COTG is authorized to be absent from the MAG 12 area to PT, eat or to take care of personal business provided:

(1) The Sergeant of the Guard knows his location and estimated time of return.

(2) The COTG has a working pager on his person.

(3) The COTG will be no more than fifteen minutes away from the MAG area.

c. Because standing up the Interior Guard would only occur in response to a grave situation requiring a heightened and relatively short-duration THREATCON, the COTG should not expect off-base liberty for the duration of his tour. However, it is within the discretion of the CO to grant liberty to the COTG on a case-by-case basis in accordance with the current THREATCON. During COTG liberty, the CO will appoint an alternate COTG who meets the requirements to fulfill those duties in the absence of the primary.

3. Uniform. The uniform for duty is utilities.

4. Responsibilities

a. The COTG will familiarize himself with the instructions contained in this Order and the COTG special instructions binder prior to assuming the duty.

b. The COTG is the direct representative of the PSD 12 CO and is responsible to protect the property, preserve order and enforce all regulations. The COTG shall exercise authority in

ENCLOSURE (1)

GruO 2691.1
MAR 09 2000

all matters pertaining to the Interior Guard and to security in the PSD 12 area.

c. The COTG will maintain a logbook and record all significant events and items of interest to the Group Commander.

d. The COTG will post and relieve the SOG at 0800 on changeover days.

e. The COTG will conduct Guard School for the on-going section at 0730. Guard School will last approximately fifteen minutes and will cover deadly force, special orders and duties of the Guard. The COTG will also include instruction on one or more of the following topics:

- (1) Weapons safety
- (2) General orders
- (3) Tactical employment of the Marine Rifle Squad
- (4) Marine Corps history, tradition and customs
- (5) Relevant world events
- (6) Medal of Honor recipients
- (7) Another subject of the COTG's choosing

f. The COTG will observe the day's first Guard Mount at 0745.

g. The COTG will tour all posts at least once during the day and once at night. During these visits, he will observe the challenging procedures and question the sentries on the subjects in the Guard School and on the turnover from the prior relief.

h. The COTG will perform other tasks as required by the Commanding Officer, PSD 12.

i. Maintain the Guard instructions binders.

ENCLOSURE (1)

MAR 09 2000

SPECIAL ORDERS FOR THE SERGEANT OF THE GUARD (SOG)

1. Tour of Duty. The tour of duty for the SOG will be from 0800 the day his section goes on post until 0800 the day his section is relieved.

2. Place of duty. The SOG will share a desk with the COG outside the CO's hatch in Bldg. 1450C. After 2300, he may sleep in the Reaction Force Facility. Liberty is not authorized during the SOG's tour of duty. The SOG may only leave the MAG area to eat at the Northside chow hall. The SOG will supervise every Guard mount during his tour. Guard mount will take place in the hallway of building 1450F. Guard mount will be conducted as outlined in enclosure (12).

3. Uniform. The uniform for duty is utilities and 782 gear, see enclosure (15).

a. SOGs will at all times strictly account for all 30 rounds assigned.

b. The SOG will retain the pistol and two magazines on his person at all times.

c. The magazine pouch will be worn on the side of the SOG's non-firing hand.

4. Responsibilities

a. Assist the COTG in the performance of his duties.

b. Inspect each guard team at least once per day.

c. Inspect at least one guard team during the hours of darkness.

d. SOG inspections will include but are not limited to:

(1) Challenging procedures.

(2) General orders.

(3) Deadly force definition, circumstances and justifications.

ENCLOSURE (2)

MAR 09 2000

(4) Special Orders

e. Assign the members of the Guard to teams. Prepare a roster with name, rank, post and team of all Marines and submit it to the COTG prior to taking post.

f. Ensure COGs understand duties and responsibilities.

g. Ensure RFFs and Guard spaces are in the proper state of police.

h. Conduct one drill per day involving the RF.

i. On consultation with the COG, post a supernumerary to replace a sentry should that sentry require relief.

j. Inform the COTG of any dangerous, suspicious or unusual occurrence that he observes during his tour.

k. At 0700 on change-over day, the SOG will muster his ongoing section at building 1450F for transport to the armory. Upon arrival, the SOG will supervise weapons and rounds issue and then transport the section back to MAG 12 area for Guard School.

l. After being relieved, the offgoing SOG will muster his section at building 1450F for transport to the armory for weapons and rounds turn-in. After inspecting weapons for cleanliness and receiving a complete account of all rounds, the SOG will supervise weapons and rounds turn-in. Upon the section's return to the MAG area, the offgoing SOG will place the section on liberty.

MAR 09 2000

SPECIAL ORDERS FOR THE CORPORAL OF THE GUARD (COG)

1. Tour of Duty. The tour of duty for the COG commences at 0800 and ends at 0800 the following day. Each COG and his team will rotate through the following statuses: On Guard, On Reaction Force, or Off Duty. See enclosure (4).

a. The two four-hour Off Duty blocks will be used for hygiene and chow.

b. When a guard team assumes duty at 0800, the relief that stands post from 1600 - 2000 will immediately assume post as RF.

2. Place of duty

a. The place of duty for the COG while his relief is on post will be at the desk he shares with the SOG outside the hatch of the CO MAG 12 in Bldg 1450 C.

b. As the RF COG, he will be in the Reaction Force Facility (RFF) with his relief. This is a sleeping post, however, the RF COG will stand phone watch with the other members of his team.

c. When Off Duty (hygiene and chow time), the COG may eat at the Northside Chow hall. He is not authorized to go anywhere else except for the RFF, his room, or the MAG 12 area. The COG may physically train his relief as a unit during hygiene and chow time provided he informs the SOG as to his whereabouts and can be recalled in 15 minutes.

3. Uniform. The uniform for duty is utilities and 782 gear, see enclosure (15).

a. The COG will carry a magazine pouch and two magazines loaded with 28 rounds apiece. COGs will at all times strictly account for all 84 rounds assigned them.

b. The COG will stand his post with a condition 3 M16A2 service rifle at sling arms or within arm's reach. In inclement weather, he may march at weak-side muzzle down sling arms.

c. The magazine pouch will be worn on the war belt on the "weak-hand" side and in front.

ENCLOSURE (3)

MAR 09 2000

4. Responsibilities

- a. Assist the SOG in the performance of his duties.
- b. Ensure that the members of his team have the proper hygiene before assuming post (e.g., proper haircuts and shaves, shined boots and clean, pressed uniforms).
- c. Constantly monitor his team while they are on post.
- d. Inspect the team before guard mount for the following:
 - (1) Overall appearance.
 - (2) Required gear to include, but not limited to: complete medical kits, full canteens of water, working flashlight and complete field protective mask.
 - (3) Weapons and ammunition.
- e. Instruct members of the team on general orders, special orders and deadly force.
- f. Conduct guard mounts in accordance with enclosure (12) under the supervision of the SOG.
- g. Respond to any sentry who summons the COG.
- h. Report all violations of orders to the SOG or COTG.
- i. Ensure that the team is awake NLT 45 minutes before posting.
- j. Form the team for guard mount NLT 15 minutes before posting.
- k. As RF COG, notify SOG which RFF the team will be in. When summoned by the SOG or COTG, form the RF and deploy them within five minutes.
- l. When Off Duty (hygiene and chow time), know the whereabouts of all members of his relief IOT effect a 15 minute recall in the event of an actual situation or drill.
- m. COG has the discretion to briefly assume post vice

ENCLOSURE (3)

GruO 2691.1

MAR 09 2000

posting a supernumerary for a sentry who requires a temporary relief.

n. Inform the SOG in the event of a situation that requires a supernumerary to relieve a sentry.

ENCLOSURE (3)

MAR 09 2000

DAILY ROUTINE FOR GUARD TEAMS

Team 1	
700	SOG Muster for Armory - All
730	COTG Guard School - All
745	Guard Mount
0800-1200	Guard Duty
1200-1600	Reaction Force
1600-1945	Off Duty
1945	Guard Mount
2000-0000	Guard Duty
0000-0400	Reaction Force
0400-0800	Off Duty
Team 2	
700	SOG Muster for Armory - All
730	COTG Guard School - All
0800-1145	Off Duty
1145	Guard Mount
1200-1600	Guard Duty
1600-2000	Reaction Force
2000-2345	Off Duty
2345	Guard Mount
0000-0400	Guard Duty
0400-0800	Reaction Force
Team 3	
700	SOG Muster for Armory - All
730	COTG Guard School - All
0800-1200	Reaction Force
1200-1545	Off Duty
1545	Guard Mount
1600-2000	Guard Duty
2000-0000	Reaction Force
0000-0345	Off Duty
345	Guard Mount
0400-0800	Guard Duty
Sergeant of the Guard (SOG)	
700	SOG Muster for Armory - All
730	COTG Guard School - All
800	Posted/Relieved for day

SAMPLE LOGBOOK ENTRIES FOR CORPORALS OF THE GUARD

30 May XX

CO	Col Marine
COTG	Capt Tuefelhunden
SOG	Sgt Killer
COG	Cpl Combat

0745	I, Cpl Combat, have been posted as COG. I have read and understand all orders pertaining to this post. Guard mount conducted, LCpl Knucklehead did not shave, corrected and seen to be fit for duty.
0800	Team posted.
0900	Supernumerary PFC Newsome summoned and posted. LCpl Knucklehead allowed to withdraw for head call.
0915	LCpl Knucklehead returned to post, PFC Newsome relieved. SOG informed.
1020	Conducted challenging drill with all sentries, no discrepancies.
1115	Three unidentified persons yelling abusive words at sentries from beyond fence line west of Auto Mini-mart. Reaction Force summoned. One team and team leader augmented post Alpha Marines around 1450C. Other team and SOG advanced to investigate disturbance. Persons had run off. PMO notified. RF secured.
1200	Relieved by on-coming COG. Relieved my team. Supervised weapons unloading and clearing. Off-going team to RFF Bravo.

ENCLOSURE (5)

SPECIAL ORDERS FOR SENTRIES

1. Tour of Duty. The tour of duty for the COG commences at 0800 and ends at 0800 the following day. Each sentry and his team will rotate through the following statuses: On Guard, On Reaction Force, or Off Duty. See enclosure (4).

2. Place of duty. Sentries will be posted at one of two locations listed. See enclosure (7).

a. Post A - Area bordered by Piana Street, York Street, Odenbaugh Street and Westbrook Street including the exterior of all buildings in this area.

b. Post B - Area bordered by Piana Street, Westbrook Street, Odenbaugh Street and the Flightline Fenceline.

3. Uniform. The uniform for duty is utilities and 782 gear, see enclosure (15).

4. Responsibilities

a. All sentries will memorize, understand and comply with the general orders for sentries.

b. All sentries will memorize the definition, justifications and conditions for the use of deadly force.

c. No sentry, during a tour of duty, will chamber a round, unless he is prepared to destroy a target.

d. Sentries will adhere to challenging procedures outlined in enclosure (13) during the time for challenging: after evening colors until sunrise on workdays and 24 hours on weekends and holidays.

e. Sentries assigned to the same post will march together, alternating between a clockwise and counter-clockwise route of march on the extreme perimeter and inner perimeter.

f. Once an hour during the time for challenging, a sentry at each post will check all hatches and portholes on his post while the other sentry stands security.

GruO 2691.1

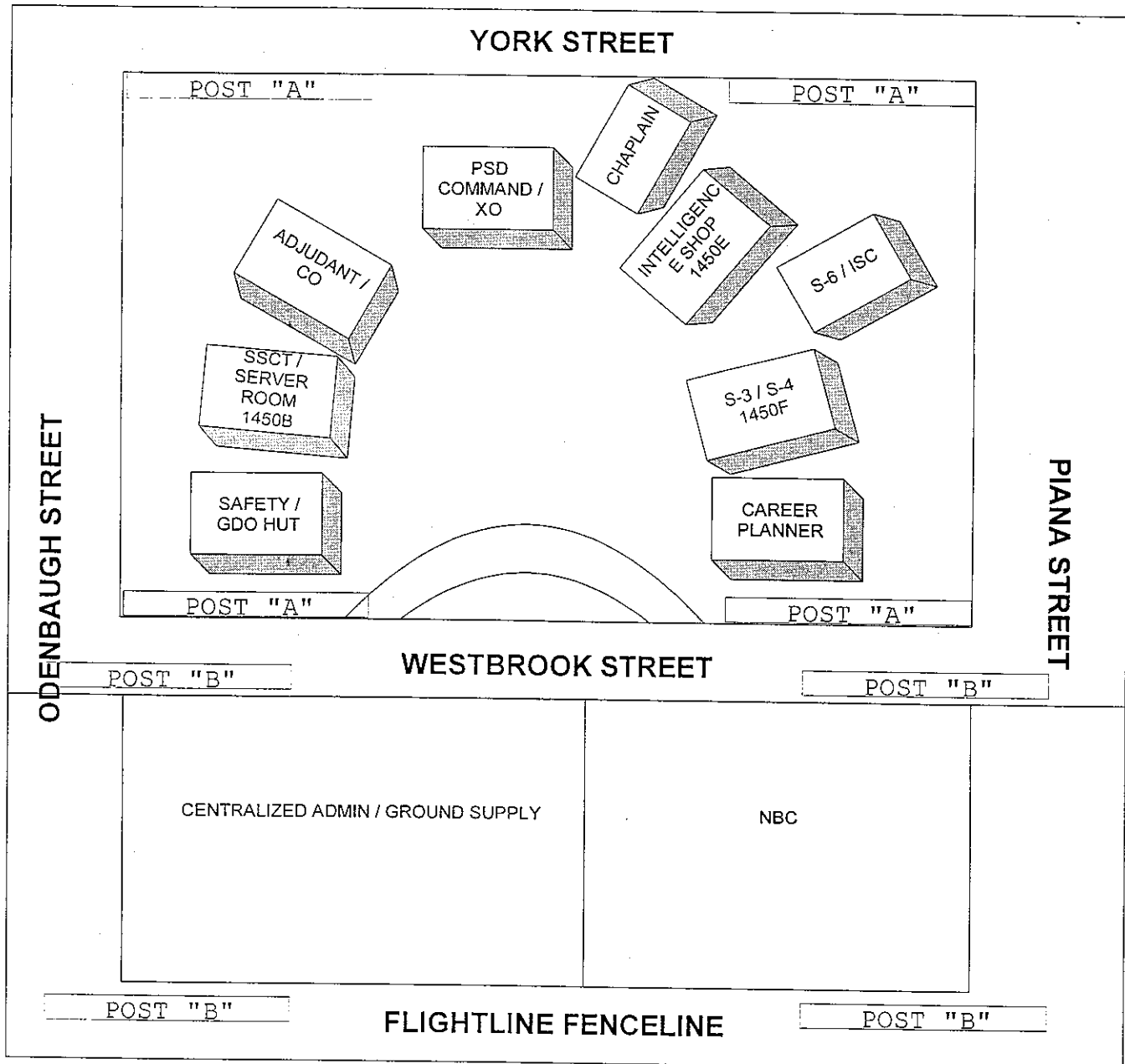
MAR 09 2000

g. Eating or drinking anything other than water from a canteen or hard candies (i.e., Lifesavers or Jolly Ranchers) while posted is strictly prohibited.

h. The use of tobacco products while on post is prohibited.

ENCLOSURE (6)

CHART OF SENTRY POSTS



MAR 09 2000

SPECIAL ORDERS FOR SUPERNUMERARIES

1. Tour of Duty. The tour of duty for the COG commences at 0800 and ends at 0800 the following day. Each supernumerary and his team will rotate through the following statuses: On Guard, On Reaction Force, or Off Duty. See enclosure (4).

2. Place of Duty. Supernumeraries will stay in the RFF unless they notify the SOG of their intention to go one of the following places:

- a. Northside Chowhall.
- b. Northside Auto Mini-mart.
- c. Northside Gym.

d. Chapel (On the Sabbath). In this instance, the SOG will coordinate with the GDO to have the GDD transport to the Chapel those Supernumeraries who request transportation.

3. Uniform. Supernumeraries will wear camouflage utilities from 0630-2200 (unless physically training) after which time they are permitted to sleep in the clothing of their choice.

4. Responsibilities

a. Be prepared to assume post as sentry at any time during the tour of duty. Supernumeraries are specifically forbidden to consume alcohol during their tour.

b. Maintain the RF in a high state of police.

MAR 09 2000

SPECIAL ORDERS FOR THE REACTION FORCE

1. Tour of Duty. The tour of duty for the Reaction Force (RF) is for the four hours immediately after standing post. The third team of an oncoming section will stand the first RF tour.

2. Place of Duty. The RF will retire to one of the three Reaction Force Facilities (RFF).

3. Uniform. Marines will wear the uniform commensurate to their billet. While in the RFF, Marines may store their weapons in the racks provided and their 782 gear neatly under the rack on which they sleep.

4. Responsibilities

a. The RF will be prepared to respond to such place as directed by either the COTG or SOG no later than five minutes after being called.

b. Maintain the RFF in a high state of police.

c. After the RF COG establishes a phone watch bill, Marines not on phone watch may sleep. No one other than the RF or the Guard chain of command is allowed in the RFF at any time.

ENCLOSURE (9)

MAR 09 2000

WEAPONS SAFETY

1. Four Firearms Safety Rules

- a. Treat every weapon as if it were loaded.
- b. Never point a weapon at anything you do not intend to shoot.
- c. Keep your finger straight and off the trigger until you are ready to fire.
- d. Keep your weapon on safe until you intend to fire.

2. Weapons Conditions

a. M16A2 Service Rifle

(1) Condition 1: Round in chamber, full magazine, safety on.

(2) Condition 2: N/A

(3) Condition 3: Chamber empty, bolt forward, full magazine, safety on.

(4) Condition 4: Magazine removed, chamber empty, bolt closed and weapon on safe.

b. M9 9mm Pistol

(1) Condition 1: Magazine inserted, round in chamber, slide forward, hammer down, and safety lever on safe

(2) Condition 2: N/A

(3) Condition 3: Magazine inserted, chamber empty, slide forward, and safety lever on safe.

(4) Condition 4: Magazine removed, chamber empty, slide forward, and safety lever on safe.

3. Clearing Procedures

ENCLOSURE (10)

MAR 09 2000

a. The off-going COG will muster his relief at the clearing barrel.

b. The COG will ensure that all sentries remove their magazines from their weapons and place the magazines in magazine pouches.

c. Following the removal of the magazines, the COG will call his relief to attention and order "inspection arms."

d. With the bolts to the rear, the members of the relief will come one-by-one to the clearing barrel.

e. The COG will visually and physically inspect the chamber of each rifle.

f. Once the COG gives the order "port arms," the sentry will send the bolt home, place the muzzle of the weapon in the clearing barrel and pull the trigger.

g. After clearing their weapons, sentries will stand to one side until they receive word from the SOG as to the location of the RFF that they will occupy.

MAR 09 2000

DEADLY FORCE

1. Definition. Deadly force is that force that can reasonably be expected to cause death or serious bodily harm. Its use is justified only under conditions of 1) extreme necessity, 2) as a last resort, 3) when all lesser means have failed or cannot reasonably be employed.

2. Circumstances for use of deadly force

a. Self defense. When deadly force reasonably appears to be necessary to prevent military law enforcement or security personnel who reasonably believe themselves to be in imminent danger of death or serious bodily harm.

b. In defense of others. When deadly force reasonably appears to be necessary to prevent the commission of a serious offense involving violence and which threatens death or serious bodily harm to another, such as arson, armed robbery, aggravated assault, or rape.

c. In defense of property involving national security. (At MAG 12, property involving national security is defined as documents or computer gear from inside Bldg 1450B). When deadly force reasonably appear necessary to prevent the actual or threatened theft of, damage to, or espionage aimed at property or information specifically designated by the Commanding Officer or other competent authority as vital to national security.

d. In defense of property not involving national security but inherently dangerous to others. When deadly force appears to be necessary to prevent actual theft or sabotage of property which is inherently dangerous to others, i.e. property whose theft or destruction presents a substantial potential danger of death or serious bodily harm to others, such as operable weapons or ammunition.

e. Apprehension and escape. When deadly force reasonably appears necessary to apprehend or prevent the escape of the person, and when: probable cause exists to believe that person has committed an offense of the nature specified within the circumstance outlined in the paragraphs above; or, provided law enforcement or security personnel have probable cause to believe the escaping prisoner poses a threat of serious physical harm to

ENCLOSURE (11)

GruO 2691.1

MAR 09 2000

themselves or others; or, whose unauthorized presence in the vicinity of property or information specifically designated by the Commanding Officer or other competent authority as vital to national security, reasonably appears to present a threat of theft, damage, or espionage.

f. On lawful order. When the use of deadly force has been directed by the lawful order of competent authority who shall be governed by the provisions of MCO 5500.6.

3. Employment of deadly force

- a. Order halt in English and Japanese (Tomare!).
- b. Ensure that the situation meets all justifications and at least one circumstance.
- c. Do not fire warning shots.
- d. Aim to disable. If unsure that you can aim to disable, shoot to kill.

MAR 09 2000

GUARD MOUNT PROCEDURES

1. Guard Mount for all on-going sentries will take place in the hallway of 1450F fifteen minutes prior to posting.
2. The four ongoing post-standers will be ordered to "Fall in" by the on-going COG. The sentries will fall-in in a row in the middle of the hallway.
3. The COG will order "Parade rest" and a final inspection. Sentries will come to attention when addressed and when answering questions.
4. The inspection may include but not be limited to:
 - a. Knowledge of general orders
 - b. Knowledge of special orders
 - c. Knowledge of deadly force
 - d. Knowledge of weapons safety
 - e. Serviceability of gear
 - f. Search for contraband
5. Any members of the Guard Chain of Command may observe Guard Mount.
6. When the Senior member of the Guard present is satisfied with the Guard Mount, he will notify the COG. The COG will then call the sentries to attention, order "inspection arms," "port arms," and "load weapons."
7. The COG will physically check each sentry's magazine to ensure that they are firmly seated before posting.

ENCLOSURE (12)

MAR 09 2000

CHALLENGING PROCEDURES

1. As the person or group to be challenged approaches, both sentries assume a covered position and come to port arms.
2. Call as loudly as possible "Halt, who goes there?" Wait for a response. EXAMPLE: "Commander of the Guard" or "Friend." (Officers or Staff NCOs not in the Guard Chain of Command may respond in this way when they do not wish to identify the purpose of their visit to outside observers.)
3. Repeat the response and have the person or senior member of the group advance to be recognized. EXAMPLE: "Advance slowly, Officer of the Guard, to be recognized."
4. Halt the person being challenged at a position near enough to recognize them but at a distance sufficient to allow for adequate reaction time for self defense. If you do not recognize the person, have him place his identification card on the deck and back away. Advance to pickup the card, return to cover and quiz the person on aspects of his personal data to exclude his social security number.
5. Once recognized, call on the person to advance. EXAMPLE: "Commander of the Guard, recognized, Sir. Advance." If the person recognized is the senior member of a group, have that person assume cover with you and advance each member of his group, one at a time and recognize them by name.
 - a. Note 1: If one of the Marines in the Guard Chain of Command or another Officer comes on deck, come to "Present Arms" and report your post in the following manner: "Sir, LCpl Jones reports post Alpha all secure. There is nothing unusual to report." When the Marine returns the salute, come to "Port Arms" and remain that way until the Marine departs. Go back to "Present Arms" and give the appropriate verbal greeting.
 - b. Note 2: If no one in the group is at the Chain of Command, remain at port arms until they depart and then report their presence to the COG. You may answer questions with short answers provided you comply with the 7th General Order.

ENCLOSURE (13)

MAR 09 2000

GUARD TEST

1. Write the 11 General Orders in full.
2. What is a special order?
3. Give an example of a special order.
4. What are the three purposes of an interior guard?
5. Identify the following acronyms:
 - a. COG.
 - b. SOG.
 - c. RF.
6. What is the definition of deadly force? (10 points)
7. What are the six circumstances that can warrant the use of deadly force?
8. What are the three justifications of deadly force?
9. What are the five steps in challenging?
10. What are four weapons conditions of the M16/M9?
11. What are the four firearms safety rules?
12. How many rounds do sentries carry on their persons?
13. T or F. You may PT at the Northside Gym on duty.
14. Are you allowed to eat chow on post?
15. Are you allowed to sleep while on the RF?
16. Who are the Marines in your Guard Chain of Command.
17. Who is ultimately responsible for all you do and fail to do on post?

ENCLOSURE (14)

GruO 2691.1

MAR 09 2000

18. Identify three areas that are vital to national security.

ANSWERS TO GUARD TEST

1. Answer to question #1.

a. To take charge of my post and all government property in view.

b. To walk my post in a military manner, keeping always on the alert and observing everything that takes place within sight or hearing.

c. To report all violations of orders I am instructed to enforce.

d. To repeat all calls from posts more distant from the guard house than my own.

e. To quit my post only when properly relieved.

f. To receive, obey, and pass on to the sentry who relieves me all orders of the Commanding Officer, officer of the day, and all other officers and non-commissioned officers of the guard only.

g. To talk to no one except in the line of duty.

h. To give the alarm in case of fire or disorder.

i. To call the Corporal of the Guard in any case not covered by instructions.

j. To salute all officers, and colors, and standards not cased.

k. To keep especially watchful at night and during the times of challenging, to challenge all those on or near my post, allowing none to pass without the proper authority.

2. Answer to question#2. A special order is an order given in addition to or in replacement of a general order.

3. Answer to question#3. An example of a special order is to wake the Sergeant of the Guard at 0430, or to require an ID card from anyone coming through the spaces, etc.

GruO 2691.1
MAR 09 2000

4. Answer to question#4. To preserve order, protect property, and enforce regulations within the jurisdiction of the command.

5. Answers to question#5

- a. Corporal of the Guard
- b. Sergeant of the Guard
- c. Reaction Force

6. Answer to question#6. Deadly force is that force that can reasonably be expected to cause death or serious bodily harm.

7. Answer to question#7

- a. Self Defense
- b. In defense of others
- c. In defense of property considered vital to national security
- d. In defense of property not considered vital to national security, but which is inherently dangerous to others
- e. Apprehension and escape
- f. Lawful order

8. Answer to question#8

- a. Extreme necessity
- b. Last resort
- c. All other means have failed or are unreasonable

9. Answer to question#9

- a. Assume a covered position and put the weapon at port arms.
- b. Call "Halt, who goes there?"

ENCLOSURE (14)

- c. Have them advance to be recognized.
- d. Obtain their ID card or verify identity.
- e. Tell them to advance.

10. Answers to question#10

a. M16 RIFLE

(1) Condition 1: Round in chamber, full magazine, safety on.

(2) Condition 2: N/A

(3) Condition 3: Chamber empty, bolt forward, full magazine, safety on.

(4) Condition 4: Magazine removed, chamber empty, bolt closed and weapon on safe.

b. M9 PISTOL

(1) Condition 1: Magazine inserted, round in chamber, slide forward, hammer down, and safety lever on safe

(2) Condition 2: N/A

(3) Condition 3: Magazine inserted, chamber empty, slide forward, and safety lever on safe

(4) Condition 4: Magazine removed, chamber empty, slide forward, and safety lever on safe

11. Answers to question#11

- a. Treat every weapon as if it were loaded.
- b. Never point a weapon at anything you do not intend to shoot.
- c. Keep your finger straight and off the trigger until you are ready to fire.
- d. Keep you weapon on safe until you intend to fire.

GruO 2691.1

MAR 09 2000

12. Answer to question#12. 84

13. Answer to question#13. TRUE, but only if you are a Supernumerary. FALSE if you are a sentry, COG or SOG.

14. Answer to question#14. NO

15. Answer to question#15. YES

16. Answer to question#16.

(a) Sentry

(b) Corporal of the Guard (COG)

(c) Sergeant of the Guard (SOG)

(d) Commander of the Guard (COTG)

(e) Commanding Officer, PSD 12

(f) Commanding Officer, MAG 12

17. Answer to question#17. I am.

18. Answer to question#18.

(a) 1450B (SSCT)

(b) 1450E (S-2)

(c) 1450F (S-3 SCP)

MAR 09 2000

782 GEAR PLAN

1. War belt w/LBV or harness, two full canteens flanking a medical kit in the rear, hip-carried M40 protective mask, and magazine pouches secured on the non-firing hand side.

ENCLOSURE (15)